SPARTAN GAMES ORIGINAL

# UNSC UNIT STATS, COMMANDER, & BATTLE GROUPS

A QUICK REFERENCE SHEET BY VINCENT GREGORY.

IDEAL FOR NEW PLAYERS. NO COMMUNITY UPDATES INCLUDED IN THIS DOCUMENT.

| UNIT NAME | ELEMENTS | TYPE | BR | PTS | MOVE | REACT | SOAK | Melee/Impact | DAMAGE |
|---|---|---|---|---|---|---|---|---|---|
| Riflemen - UNSC Army Infantry Unit | 4 | INF | 2 | 120 | 6/9” | 7/9 | 0 | 1 | 3 |

| WEAPONS | RANGE | ARC | AP | AT | AA | WEAPON LOADOUTS |
|---|---|---|---|---|---|---|
| Small Arms | 10/20” | ALL | 3 | 1 | 2 | **Suppression (+1):** Add 1 to all enemy Suppression Tests. |
| Frag Grenades | 6”/- | ALL | 3 | 1 | 0 | **Blast:** Ignore Terrain when determining Firepower Rating.<br>**Cooldown:** May only fire once per Game Turn. |
| Heavy Machine Gun (upg) | 10/20” | ALL | 6 | 1 | 3 | **Move or Fire:** Element gains a Cooldown Token when it moves.<br>**Suppression (+2):** Add 2 to all enemy Suppression Tests. |
| Rocket Launchers (upg) | 12/24” | ALL | 1 | 5 | 4 | **Lock On:** Gain +1 Firepower Rating when firing at Long Range<br>**Devastating (FLY):** Gain +1 Firepower Rating shooting at Flying Elements. |

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| WEAPON UPGRADES | Up to 1 Element in the Unit may replace its existing weaponry to become a Weapons Team chosen from the following:<br>• Rocket Launchers for +15 Points to the Unit’s Cost.<br>• Heavy Machine Gun for +15 Points to the Unit’s Cost. |
| SPECIAL RULES | **Battle Squad:** The UNSC Player may field 2 Requisite Riflemen Units combined into a single larger formation known as a Battle Squad. Units combined in this manner must be clearly noted in the player’s Force List. The Units that combine become a single Activation and 4 Victory Points are awarded to the opponent when the last Element within the Battle Squad is Destroyed. |

| UNIT NAME | ELEMENTS | TYPE | BR | PTS | MOVE | REACT | SOAK | Melee/Impact | DAMAGE |
|---|---|---|---|---|---|---|---|---|---|
| Fire Support - UNSC Army Weapons Unit | 4 | INF | 2 | 170 | 6/9” | 8/10 | 0 | 1 | 3 |

| WEAPONS | RANGE | ARC | AP | AT | AA | WEAPON LOADOUTS |
|---|---|---|---|---|---|---|
| Small Arms | 10/20” | ALL | 3 | 1 | 2 | **Suppression (+1):** Add 1 to all enemy Suppression Tests. |
| Frag Grenades | 6”/- | ALL | 3 | 1 | 0 | **Blast:** Ignore Terrain when determining Firepower Rating.<br>**Cooldown:** May only fire once per Game Turn. |
| Heavy Machine Gun (upg) | 10/20” | ALL | 6 | 1 | 3 | **Move or Fire:** Element gains a Cooldown Token when it moves.<br>**Suppression (+2):** Add 2 to all enemy Suppression Tests. |
| Rocket Launchers (upg) | 12/24” | ALL | 1 | 5 | 4 | **Lock On:** Gain +1 Firepower Rating when firing at Long Range<br>**Devastating (FLY):** Gain +1 Firepower Rating shooting at Flying Elements. |

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| UNIT LOADOUTS | **Active Overwatch:** Re-roll failed Reaction Fire Dice. Second result must be accepted. |
| WEAPON UPGRADES | 2 Elements in the Unit MUST replace their existing weaponry to become Weapons Team chosen from the following:<br>• Rocket Launchers.<br>• Heavy Machine Guns. |

| UNIT NAME | ELEMENTS | TYPE | BR | PTS | MOVE | REACT | SOAK | Melee/Impact | DAMAGE |
|---|---|---|---|---|---|---|---|---|---|
| Recon Team – UNSC Army Sniper Team | 4 | INF | 2 | 160 | 8/12” | 6/8 | 0 | 1 | 3 |

| WEAPONS | RANGE | ARC | AP | AT | AA | WEAPON LOADOUTS |
|---|---|---|---|---|---|---|
| Small Arms | 12/24” | ALL | 4 | 1 | 0 | **Lock On:** Gain +1 Firepower Rating when firing at Long Range.<br>**Suppression (+1):** Add 1 to all enemy Suppression Tests. |
| Frag Grenades | 6”/- | ALL | 3 | 1 | 0 | **Blast:** Ignore Terrain when determining Firepower Rating.<br>**Cooldown:** May only fire once per Game Turn. |
| Sniper Rifle (upg) | 15/30” | ALL | 5 | 3 | 0 | **Cooldown:** May only fire once per Game Turn.<br>**Lock On:** Gain +1 Firepower Rating when firing at Long Range<br>**Pinpoint (INF):** All Ranged Attacks target a selected Element within Range and Line of Sight, rather than the closest. |

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| UNIT LOADOUTS | **Elusive:** All enemy attacks are counted as firing into Cover that is one Level higher. |
| WEAPON UPGRADES | 2 Elements in the Unit MUST replace their existing weaponry to become a Sniper Weapons Team for no additional cost. |

| UNIT NAME | ELEMENTS | TYPE | BR | PTS | MOVE | REACT | SOAK | Melee/Impact | DAMAGE |
|---|---|---|---|---|---|---|---|---|---|
| ODST Air Assault Unit – Special Purpose Force | 4 | INF | 3 | 180 | 6/9” | 6/7 | 0 | 2 | 4 |

| WEAPONS | RANGE | ARC | AP | AT | AA | WEAPON LOADOUTS |
|---|---|---|---|---|---|---|
| Small Arms | 15”/- | ALL | 4 | 1 | 2 | **Point Blank:** Gain +1 Firepower Rating shooting at Short Range.<br>**Suppression (+2):** Add 2 to all enemy Suppression Tests. |
| Demolition Charges | 3”/- | ALL | 2 | 4 | 0 | **Devastating (ARM):** Gain +1 Firepower Rating shooting at Armoured Elements.<br>**Cooldown:** May only fire once per Game Turn. |

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| UNIT LOADOUTS | **Active Overwatch:** Re-roll failed Reaction Fire Dice. Second result must be accepted.<br>**Battle Hardened (1):** Re-roll up to 1 failed Melee Attack Dice.<br>**Heroic Save (Leader):** Ignore Damage on a roll of or . |
| UNIT UPGRADES | **Officer Upgrade:** Up to 1 Element in the Unit may upgrade to be an ODST Air Assault Officer for an additional +20 Points to the Unit’s Cost. Please see the ODST Air Assault Officer card for stats. |
| SPECIAL RULES | **Jump Packs:** This Unit may announce it is using its Jump Packs prior to any Movement Action. The Unit’s movement increases from 6/9” to 12/15”. When using Jump Packs, this Unit may ignore intervening terrain and other Units (friend or foe!). Elements electing to use their Jump Packs gain no Cover Bonuses for the remainder of the Game Turn and may not benefit from the Defensible Terrain Special Rule.<br>**Combat Specialists:** The Unit may not have Characters attached unless otherwise stated. |

| UNIT NAME | ELEMENTS | TYPE | BR | PTS | MOVE | REACT | SOAK | Melee/Impact | DAMAGE |
|---|---|---|---|---|---|---|---|---|---|
| ODST AIR ASSAULT OFFICER – TEAM LEADER | UPG | INF | 0 | 20 | 6/9” | 5/7 | 0 | 3 | 4 |

| WEAPONS | RANGE | ARC | AP | AT | AA | WEAPON LOADOUTS |
|---|---|---|---|---|---|---|
| Small Arms | 15”/- | ALL | 5 | 1 | 3 | **Point Blank:** Gain +1 Firepower Rating shooting at Short Range.<br>**Suppression (+2):** Add 2 to all enemy Suppression Tests. |
| Demolition Charges | 3”/- | ALL | 2 | 5 | 0 | **Devastating (ARM):** Gain +1 Firepower Rating shooting at Armoured Elements.<br>**Cooldown:** May only fire once per Game Turn. |

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| UNIT LOADOUTS | **Active Overwatch:** Re-roll failed Reaction Fire Dice. Second result must be accepted.<br>**Battle Hardened (2):** Re-roll up to 2 failed Melee Attack Dice.<br>**Heroic Save (Leader):** Ignore Damage on a roll of or .<br>**Resolute:** Re-roll failed Heroic Save. Second result must be accepted. |
| UNIT UPGRADES | **Reinforcements:** This Element is fielded as an upgrade only. |
| SPECIAL RULES | **First In:** Prior to the roll for Initiative at the beginning of the first Game Turn, a deployed Unit with an ODST Officer may make a free, out-of-sequence Flat Out Move. Units that move in this manner take an Activated Marker before the Game Turn begins, but do NOT take a Cooldown Marker.<br>**Jump Packs:** Please see ODST Air Assault Unit card for details. |

| UNIT NAME | ELEMENTS | TYPE | BR | PTS | MOVE | REACT | SOAK | Melee/Impact | DAMAGE |
|---|---|---|---|---|---|---|---|---|---|
| Officer - UNSC Army Command Unit | 1 | CI | 0 | 80 | 6/9” | 6/8 | 0 | 2 | 4 |

| WEAPONS | RANGE | ARC | AP | AT | AA | WEAPON LOADOUTS |
|---|---|---|---|---|---|---|
| Small Arms | 10/20” | ALL | 4 | 2 | 3 | **Suppression (+1):** Add 1 to all enemy Suppression Tests. |
| Frag Grenades | 6”/- | ALL | 3 | 1 | 0 | **Blast:** Ignore Terrain when determining Firepower Rating.<br>**Cooldown:** May only fire once per Game Turn. |

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| UNIT LOADOUTS | **Attachment (INF):** This Element may be attached to Infantry Units in the same Battle Group.<br>**Battle Hardened (1):** Re-roll up to 1 failed Melee Attack Dice.<br>**Commanding Presence (12”):** Increase all friendly Reaction Fire Tests within 12” by 1. Reduce all friendly Suppression Tests within 12” by 1.<br>**Heroic Save (Leader):** Ignore Damage on a roll of or .<br>**Resolute:** Re-roll failed Heroic Save. Second result must be accepted. |
| SPECIAL RULES | **Communications Specialist:** Once per Game Turn, increase the result of a Reaction Fire Test by +2 when within the *Commanding Presence* Range. |

| UNIT NAME | ELEMENTS | TYPE | BR | PTS | MOVE | REACT | SOAK | Melee/Impact | DAMAGE |
|---|---|---|---|---|---|---|---|---|---|
| Spartan - Special Warfare Asset | 1 | CI | 4 | 190 | 6/12” | 5/6 | 0 | 6 | 6-6 |

| WEAPONS | RANGE | ARC | AP | AT | AA | WEAPON LOADOUTS |
|---|---|---|---|---|---|---|
| Small Arms | 10/20” | ALL | 10 | 9 | 7 | **Suppression (+3):** Add 3 to all enemy Suppression Tests. |
| Frag Grenades | 6”/- | ALL | 6 | 2 | 0 | **Blast:** Ignore Terrain when determining Firepower Rating.<br>**Cooldown:** May only fire once per Game Turn. |
| Rocket Launcher (upg) | 12/24” | ALL | 4 | 9 | 12 | **Lock On:** Gain +1 Firepower Rating when firing at Long Range<br>**Devastating (FLY):** Gain +1 Firepower Rating shooting at Flying Elements. |
| Spartan Laser (upg) | 10/20” | ALL | 5 | 15 | 5 | **Devastating (ARM):** Gain +1 Firepower Rating shooting at Armoured Elements. |

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| UNIT LOADOUTS | **Attachment (ALL):** This Element may be attached to Any Units in the same Battle Group.<br>**Battle Hardened (6):** Re-roll up to 6 failed Melee Attack Dice.<br>**Commanding Presence (6”):** Increase all friendly Reaction Fire Tests within 6” by 1. Reduce all friendly Suppression Tests within 6” by 1.<br>**Fearless:** Re-roll failed Suppression Tests. Second result must be accepted.<br>**Heroic Save (Legend):** Ignore Damage on a roll of , or .<br>**Hijack:** May attempt to Hijack enemy Vehicles. |
| SPECIAL RULES | **Weapon Drops:** If a Spartan makes contact with a Supply Drop or Placed Objective they may elect to replace their Small Arms for one of the following for no additional cost:<br>• Rocket Launcher<br>• Spartan Laser |

| UNIT NAME | ELEMENTS | TYPE | BR | PTS | MOVE | REACT | SOAK | Melee/Impact | DAMAGE |
|---|---|---|---|---|---|---|---|---|---|
| Warthog - M12 Force Application Vehicle | 1 - 2 | ARM | 2 | 120 | 10/15” | 7/8 | 3 | 3 | 5 - 5 |

| WEAPONS | RANGE | ARC | AP | AT | AA | WEAPON LOADOUTS |
|---|---|---|---|---|---|---|
| Chaingun | 10/20” | ALL | 8 | 3 | 6 | **Suppression (+2):** Add 2 to all enemy Suppression Tests. |
| UNIT LOADOUTS | **Aerial Insertion:** One Warthog may be deployed via a Combat Drop Air Support Mission. | | | | | |

| UNIT NAME | ELEMENTS | TYPE | BR | PTS | MOVE | REACT | SOAK | Melee/Impact | DAMAGE |
|---|---|---|---|---|---|---|---|---|---|
| Warthog - M12R Light Anti-Aircraft Vehicle | 1 - 2 | ARM | 2 | 125 | 10/15” | 8/9 | 3 | 3 | 5 - 5 |

| WEAPONS | RANGE | ARC | AP | AT | AA | WEAPON LOADOUTS |
|---|---|---|---|---|---|---|
| Rocket Launcher | 12/24” | ALL | 2 | 6 | 8 | **Lock On:** Gain +1 Firepower Rating when firing at Long Range<br>**Devastating (FLY):** Gain +1 Firepower Rating shooting at Flying Elements. |
| UNIT LOADOUTS | **Aerial Insertion:** One Rocket Warthog may be deployed via a Combat Drop Air Support Mission. | | | | | |

| UNIT NAME | ELEMENTS | TYPE | BR | PTS | MOVE | REACT | SOAK | Melee/Impact | DAMAGE |
|---|---|---|---|---|---|---|---|---|---|
| Gauss Warthog - M1261 Light Anti-Armour Vehicle | 1 - 2 | ARM | 2 | 125 | 10/15” | 8/9 | 3 | 3 | 5 - 5 |

| WEAPONS | RANGE | ARC | AP | AT | AA | WEAPON LOADOUTS |
|---|---|---|---|---|---|---|
| Gauss Cannon | 12/24” | ALL | 3 | 10 | 3 | **Devastating (ARM):** Gain +1 Firepower Rating shooting at Armoured Elements. |
| UNIT LOADOUTS | **Aerial Insertion:** One Rocket Warthog may be deployed via a Combat Drop Air Support Mission. | | | | | |

| UNIT NAME | ELEMENTS | TYPE | BR | PTS | MOVE | REACT | SOAK | Melee/Impact | DAMAGE |
|---|---|---|---|---|---|---|---|---|---|
| Scorpion - M808 Main Battle Tank | 1 | ARM | 4 | 250 | 8/12” | 10/12 | 3 | 3 | 6 - 6 - 5 |

| WEAPONS | RANGE | ARC | AP | AT | AA | WEAPON LOADOUTS |
|---|---|---|---|---|---|---|
| High-Velocity Cannon | 20/40” | ALL | 4 | 18 | 2 | **Devastating (ARM):** Gain +1 Firepower Rating shooting at Armoured Elements. |
| Heavy Machine Gun | 10/20” | FRONT | 6 | 1 | 3 | **Suppression (+2):** Add 2 to all enemy Suppression Tests. |

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| UNIT LOADOUTS | **Aerial Insertion:** Up to 1 Scorpion may be deployed via a Combat Drop Air Support Mission. |
| SPECIAL RULES | **Canister Shot:** Once per game during its activation, this Tank may elect to load a Canister Shot into its Battle Cannon. Should the Tank elect to do this the AP/AT/AA spread on the weapon changes to 18/4/2 for their upcoming attack. |

| UNIT NAME | ELEMENTS | TYPE | BR | PTS | MOVE | REACT | SOAK | Melee/Impact | DAMAGE |
|---|---|---|---|---|---|---|---|---|---|
| Sun Devil - M808B2 Air Defense System | 1 | ARM | 4 | 250 | 8/12” | 10/12 | 3 | 3 | 6 - 6 - 5 |

| WEAPONS | RANGE | ARC | AP | AT | AA | WEAPON LOADOUTS |
|---|---|---|---|---|---|---|
| Auto-Cannons | 20/40” | ALL | 7 | 3 | 14 | **Lock On:** Gain +1 Firepower Rating when firing at Long Range<br>**Devastating (FLY):** Gain +1 Firepower Rating shooting at Flying Elements. |
| Heavy Machine Gun | 10/20” | FRONT | 6 | 1 | 3 | **Suppression (+2):** Add 2 to all enemy Suppression Tests. |

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| UNIT LOADOUTS | **Aerial Insertion:** Up to 1 Sun Devil may be deployed via a Combat Drop Air Support Mission.<br>**Scour the Skies:** React on 7/9 against Flyers. |

| UNIT NAME | ELEMENTS | TYPE | BR | PTS | MOVE | REACT | SOAK | Melee/Impact | DAMAGE |
|---|---|---|---|---|---|---|---|---|---|
| Pelican - D77-Troop Carrier | 1 | ASF | 5 | 250 | ASF | - | 4 | - | 6 - 6 - 5 |

| WEAPONS | RANGE | ARC | AP | AT | AA | WEAPON LOADOUTS |
|---|---|---|---|---|---|---|
| Auto Cannon | 15”/- | FRONT | 6 | 10 | 6 | **Devastating (ARM):** Gain +1 Firepower Rating shooting at Armoured Elements. |
| Missile Launchers | 15”/- | FRONT | 10 | 6 | 6 | **Devastating (INF):** Gain +1 Firepower Rating shooting at Infantry Elements. |

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| UNIT LOADOUTS | **Dust Off:** Leave the Table immediately after completing certain Air Support Missions. |
| AIR SUPPORT MISSIONS | **This Flyer may execute the following Air Support Missions during a Game:**<br>**Supply Drop (1VP):** This may be placed anywhere on the Flyer’s Flight Path, allowing friendly Units within 6” to gain the *Active Overwatch* Loadout. The Supply Drop must be represented by a suitable Marker or Token.<br>**Ground Attack (2VP):** This may be used to target enemy Units.<br>**Combat Air Patrol (1VP):** This may be used to defend against enemy Air Support Missions.<br>**Reinforcement (2VP):** This may be used to replenish any Unit (excluding Battle Squads) in the Flyer’s Battle Group on the Battlefield. Reinforced Elements must be taken from the player’s Scrapyard. (Mission limit: 1 per Game).<br>**Combat Drop (1VP):** This may be used to deliver 1 single Unit (excluding Battle Squads) of Build Rating 5 or less into the Battlefield, taken from a player’s Reserves. Once deployed this Unit becomes an Activation in its own right. |

| UNIT NAME | ELEMENTS | TYPE | BR | PTS | MOVE | REACT | SOAK | Melee/Impact | DAMAGE |
|---|---|---|---|---|---|---|---|---|---|
| Longsword - C709 Strike Fighter | 1 | ASF | 3 | 175 | ASF | - | 5 | - | 5 - 4 - 4 |

| WEAPONS | RANGE | ARC | AP | AT | AA | WEAPON LOADOUTS |
|---|---|---|---|---|---|---|
| Rapid Fire Coilguns | 15”/- | FRONT | 4 | 2 | 12 | **Devastating (FLY):** Gain +1 Firepower Rating shooting at Flying Elements. |
| Guided Missiles | 15”/- | FRONT | 4 | 12 | 2 | **Devastating (ARM):** Gain +1 Firepower Rating shooting at Armoured Elements. |

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| AIR SUPPORT MISSIONS | **This Flyer may execute the following Air Support Missions during a Game:**<br>**Ground Attack (1VP):** This may be used to target enemy Units.<br>**Combat Air Patrol (0VP):** This may be used to defend against enemy Air Support Missions. |

GENERIC FORCE COMMANDER

# LIEUTENANT COLONEL

50 POINTS

## STANDARD ORDERS

### MARK YOUR TARGET!

Once this Order has been issued the UNSC player may add 2 additional Halo Dice to their Attack Dice Pool (including Melee). This Order must be issued prior to any Attack being made.

### TAKE COVER!

Once this Order has been issued the player may improve the Cover Level of a target Infantry Unit by 1 Level, up to a maximum of Heavy Cover. In the case of Armoured or Flying Vehicles improve a Unit's Soak statistic by 1. This Order must be issued prior to an enemy's Firing Action taking place.

### STAY SHARP!

Once this Order has been issued the player may add 1 to a Unit's Reaction Fire result. This Order must be issued prior to any Reaction Fire Test being made.

## UNIQUE ABILITY

### NOT ONE STEP BACK!

UNSC Commanders are highly trained, highly motivated and an inspiration to the men and women they command.

Once per Game Turn, a UNSC Force Commander will allow a single UNSC Unit to automatically pass a Suppression Test they have been forced to make.

**IMPORTANT NOTE:** This ability must be executed BEFORE the Suppression Test Dice are rolled.

This is an exact duplication of the original UNSC Commander Card and can be considered 'official'.

# ORIGINAL SPARTAN GAMES BATTLE GROUPS

Spartan Games released 2 UNSC Battle Groups - Mechanized Infantry & Standard Armoured.
See the Required & Optional Units for each Battle Group below, and a template for building your Force on the next page.
Read more on Battle Groups on pg. 33 in the rulebook.

## UNSC MECHANIZED INFANTRY BATTLE GROUP

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|---|---|
| REQUIRED UNITS | **Requisite Character Infantry Unit:** 1x Officer Unit<br>**Requisite Infantry Units:** 2x Riflemen Units<br>***Note - Battle Squad:*** *The 2 Requisite Riflemen Units may be combined into a single larger formation known as a Battle Squad. See the Riflemen Unit Statistics for details.* |
| OPTIONAL INFANTRY UNITS | • Once a player has taken their Requisite Infantry Units, they may then spend 0-6 Build Rating Points on *Optional* **Infantry Units**.<br>• A maximum of ONE *Optional* Character Infantry or Heroic Character may be taken in the Battle Group chosen from the following:<br>*Spartan, Heroic Character* |
| OPTIONAL ARMOURED UNITS | • Once a player has taken their Requisite Infantry Units, they may then spend 0-8 Build Rating Points on *Optional* **Armoured Units**. |
| OPTIONAL FLYER UNITS | • Once a player has taken their Requisite Infantry Units, they may then spend 0-6 Build Rating Points on *Optional* **Flyer Units.** |

## UNSC STANDARD ARMOURED BATTLE GROUP

| | |
|---|---|
| REQUIRED UNITS | **Requisite Command Unit:** 1x Scorpion Tank<br>**Requisite Armoured Unit:** 1x Sun Devil Tank<br>**Requisite Armoured Unit:** 1x Gauss Warthog Unit<br>***Special Rule:*** *The Scorpion Tank acts as a Battle Group's Commander and gains the COMMANDING PRESENCE (8") Loudout for free.* |
| OPTIONAL INFANTRY UNITS | • Once a player has taken their Requisite Armoured Units, they may then spend 0-4 Build Rating Points on *Optional* **Infantry Units**.<br>• Unless otherwise stated, no Character Infantry may be chosen in an Armoured Battle Group. |
| OPTIONAL ARMOURED UNITS | • Once a player has taken their Requisite Armoured Units, they may then spend 0-10 Build Rating Points on *Optional* **Armoured Units**. |
| OPTIONAL FLYER UNITS | • Once a player has taken their Requisite Armoured Units, they may then spend 0-6 Build Rating Points on *Optional* **Flyer Units.** |

# USE THE BATTLE GROUP TEMPLATES BELOW TO BUILD YOUR FORCE

**NOTES**

- Copy/Paste the tables below into a new Google Docs document and fill out appropriately.
- A force can have multiples of a specific Battle Group, as long as the Player doesn't exceed the agreed upon Maximum Force Value (rulebook pg. 44).
- Spartan Games never released a Heroic Character, so that unit type will not be written into these Battle Group templates.

| COMMANDER | | PTS |
|---|---|---|
| LIEUTENANT COLONEL | | 50 |

| UNSC MECHANIZED INFANTRY BATTLE GROUP | | | | | BR | PTS |
|---|---|---|---|---|---|---|
| REQUIRED UNITS | UNIT NAME | OFFICER | RIFLEMEN | RIFLEMEN | | |
| | OPTIONAL UPGRADES | None Available | | | | |
| | TOTAL BR & POINT COST OF UNIT | 2BR / 80PTS | 2BR / - | 2BR / - | | |
| | | | Are the 2 Requisite Riflemen being run as a Battle Squad? Yes / No | | | |
| OPTIONAL INF UNITS<br>Max - 6BR<br>Max 1 Optional Character Infantry may be taken from the following: Spartan | UNIT NAME | | | | | |
| | OPTIONAL UPGRADES | | | | Max 6BR ⇩ | |
| | TOTAL BR & POINT COST OF UNIT | | | | | |
| OPTIONAL ARM UNITS<br>Max - 8BR | UNIT NAME | | | | | |
| | OPTIONAL UPGRADES | | | | Max 8BR ⇩ | |
| | TOTAL BR & POINT COST OF UNIT | | | | | |
| OPTIONAL FLY UNITS<br>Max - 6BR | UNIT NAME | | | | | |
| | OPTIONAL UPGRADES | | | | Max 6BR ⇩ | |
| | TOTAL BR & POINT COST OF UNIT | | | | | |
| | | | | | TOTAL POINTS OF THIS BATTLE GROUP — | |

| UNSC STANDARD ARMOURED BATTLE GROUP | | | | | BR | PTS |
|---|---|---|---|---|---|---|
| REQUIRED UNITS | UNIT NAME | SCORPION | SUN DEVIL | GAUSS WARTHOG | | |
| | OPTIONAL UPGRADES | None Available | None Available | None Available | | |
| | TOTAL BR & POINT COST OF UNIT | 4BR / 250PTS | 4BR / 250PTS | 2BR / 125PTS | | |
| | | **Special Rule:** The Scorpion Tank acts as a Battle Group's Commander and gains the COMMANDING PRESENCE (8") Loudout for free. | | | | |
| OPTIONAL INF UNITS<br>Max - 4BR<br>Unless otherwise stated, no Character Infantry may be chosen in an Armoured Battle Group. | UNIT NAME | | | | | |
| | OPTIONAL UPGRADES | | | | Max 4BR ⇩ | |
| | TOTAL BR & POINT COST OF UNIT | | | | | |
| OPTIONAL ARM UNITS<br>Max - 10BR | UNIT NAME | | | | | |
| | OPTIONAL UPGRADES | | | | Max 10BR ⇩ | |
| | TOTAL BR & POINT COST OF UNIT | | | | | |
| OPTIONAL FLY UNITS<br>Max - 6BR | UNIT NAME | | | | | |
| | OPTIONAL UPGRADES | | | | Max 6BR ⇩ | |
| | TOTAL BR & POINT COST OF UNIT | | | | | |
| | | | | | TOTAL POINTS OF THIS BATTLE GROUP — | |

| TOTAL FORCE POINTS | |
|---|---|